

**IMPROVING STUDENTS VOCABULARY MASTERY THROUGH
SNAKE AND LADDER BOARD GAME AT SEVENTH GRADE
STUDENTS OF SMPN 5 MUHAMMADIYAH SILIRAGUNG**

THESIS



By:

Intan Dewi Oktavia

201310100311258

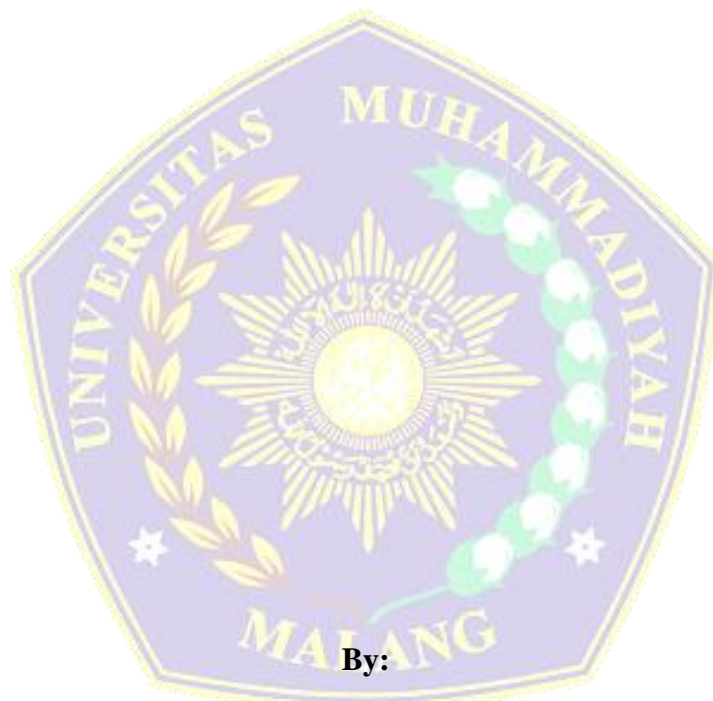
**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY MUHAMMADIYAH MALANG**

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THESIS

**This thesis is submitted to fulfill the requirement to achieve Sarjana Degree
in English Language Education**



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This thesis was written by Intan Dewi Oktavia and was approved on July 24th, 2019

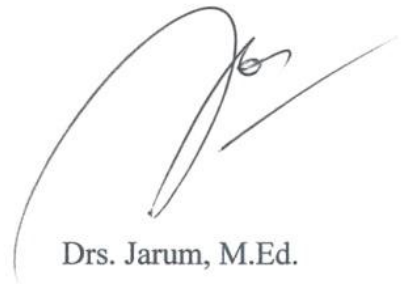
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AUTHOR'S DECLARATION OF ORIGINALITY

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I also declare that this is a true copy of my thesis, as approved by my thesis committee and the English Language Education Department.

Malang, July 22nd, 2019



Intan Dewi Oktavia

MOTTO AND DEDICATION

“Barangsiapa bertakwa pada Allah, maka Allah memberikan jalan keluar kepadanya dan memberi rezeki dari arah yang tidak di sangka-sangka. Barang siapa yang bertaqwa pada Allah, maka Allah jadikan urusannya menjadi mudah. Barang siapa yang bertaqwa pada Allah akan dihapuskan dosa dosanya dan mendapatkan pahala yang agung”

(Qs. Ath-Thalaq:2,3,4)

Sopo hang suci ati, adoh soko beboyo pati

" You know Who's gonna give you everything? Your self."

(Diane Von Furstenberg)

This thesis is dedicated to :

My perfect parents Mr. Sinar Wahyanto and Mrs. Catur Retna Utari

My Beloved Grandfather Mr.Sutariyanto and Grandmother Mrs. Tiwik Mariyati

My lovely Sutarianto's Family

My Beloved One Briptu Ivan Kenedy

IMPROVING STUDENTS VOCABULARY MASTERY THROUGH SNAKE AND LADDER BOARD GAME AT SEVENTH GRADE STUDENTS OF SMPN 5MUHAMMADIYAH SILIRAGUNG

ABSTRACT

Even though vocabulary was not mentioned in Standard Competence and Basic Competence, vocabulary had an important role in English language. The students could not speak fluently because of limited vocabulary. They also were not motivated to follow English class because they could not speak properly. Snake and Board game could be chosen to improve students' vocabulary. The research question was: "How can Ladder and Snake Board game improve students' vocabulary mastery?"

This study employed classroom action research. This action research was conducted on SMPN 5 Muhammadiyah Siliargung. There were 35 students. The researcher used paper and pencil test as the instrument to collect the data for the vocabulary mastery. The researcher also used field notes as the instrument to collect the data of the students' active engagement.

The researcher set the criteria of success in the posttest was 75. However, the students only got 68.62 in the posttest. Based on the students' active participation, it could be also concluded that the students did not active during the treatment. Thus, the researcher concluded to continue the treatment in the cycle II. in cycle II, the students played collaboratively to play the board game. The students could ask their teammate about the instruction in the board game. The average score of the posttest was 79.31. As a result, it could be concluded that the students had met the criteria of success. The students' active participation showed that the students were active during the treatment.

Keyword: Classroom Action Research, vocabulary mastery, Snake and Ladder Board Game

Advisor I

Drs. Jarum, M. Ed.

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Malang, July 22nd, 2019

The Researcher



Intan Dewi Oktavia

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